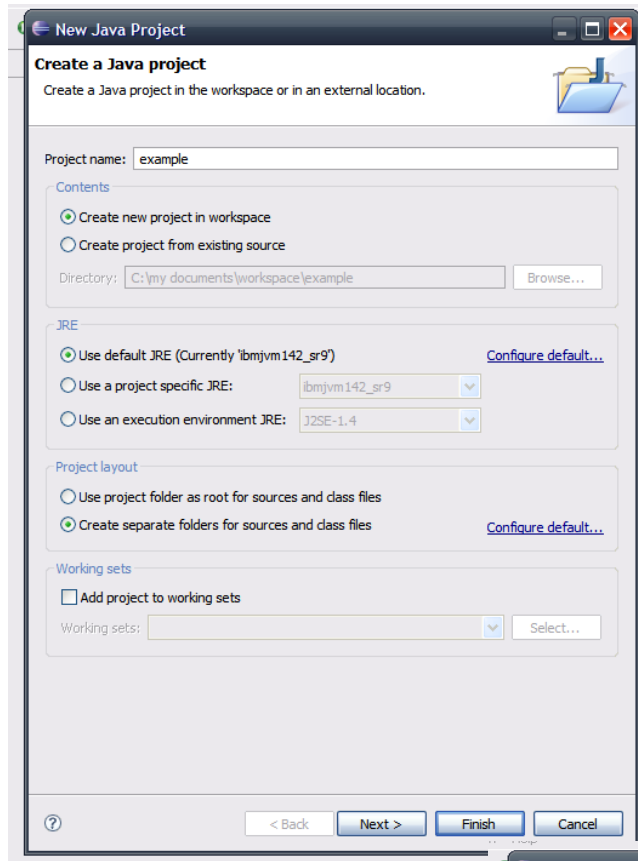


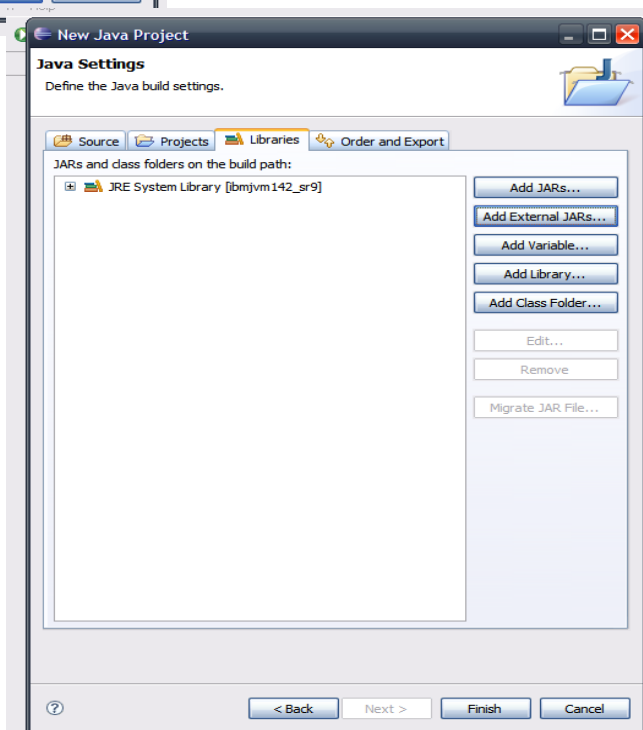
## HOWTO: Eclipse IDE Configuration for JavaPOS

1. Install the JavaPOS product.
2. Download Eclipse IDE <http://www.eclipse.org/downloads/> , (this document was created thinking in Eclipse 3.3.0 Europe).
3. Launch Eclipse.

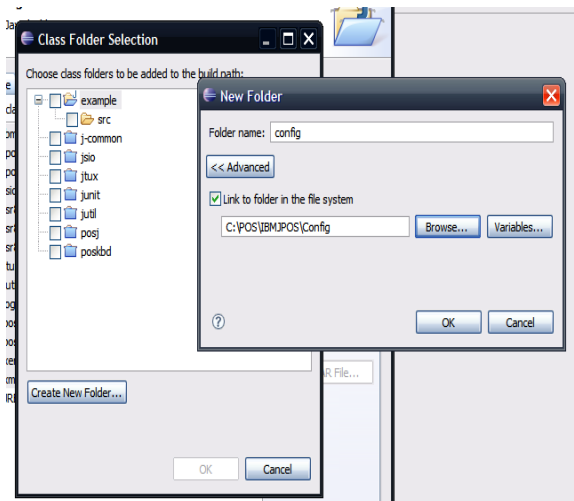


4. Create a new Java Project (File > New > Java Project).

5. Select a name for the project and then click the next button.



6. In the tab Libraries, press the Add external JARs button, select all the jar files (except ibmuposst.jar and ibmjpos.jar) that exists in your installation directory, normally C:/POS/IBMJPOS/Lib/.

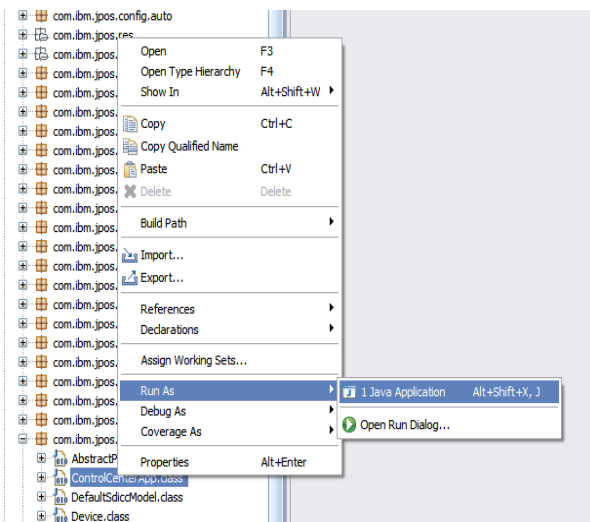


be created.

7. Press the Add Class Folder button > Create New Folder , in the new window write folder name and press the advanced button, check the checkbox “Link to folder in the file system”.

8. Press the Browse button and select the directory C:\POS\IBMJPOS\Config also add the directory C:\POS\IBMJPOS\ Press OK button twice and the project will

9. To start using devices first you have to add them at jpos.xml the easy way is



launch the Control Center application for auto detection. To open the Control Center application, go to your new project and open the following nodes: referenced libraries > jtux.jar > com.ibm.jpos.tools.sdicc, right click in ControlCenterApp.class Run as > Java Application. The control center will start.

10. When the control center application is shown, press the auto detection button.
11. Save the new file in C:\POS\IBMJPOS\Config or in C:\POS\IBMJPOS.
12. Select your new project and press F5 to reload your files, jpos.xml now appears in your project.
13. Right click in your new project and press New > Class > Enter the name for your new class and check the checkbox called "public static void main" in your new file put the next code (It assumes that you have a cash drawer attached with the logical name CashDrawer1 in your jpos.xml file):

```
import jpos.*;

public class Example {
    public static void main(String[] args) throws JposException {
        CashDrawer cs = new CashDrawer();
        cs.open("CashDrawer1");
        cs.claim(500);
        cs.setDeviceEnabled(true);
        cs.openDrawer();
    }
}
```